Claims pending

- At time of the Action: Claims 1-11, 13-15, 17-28 and 34-39.

- After this Response: Claims 1-11, 13-15, and 17-28.

Amended claims: Claims 1, 13, and 22 are amended in this Response.

Canceled claims: Claims 34-39

1.   (Currently Amended) A method for testing, the method comprising:

retrieving information descriptive of a graphics element rendered during execution of the software being tested, the information identifying an executable feature associated with the graphics element;

storing an association between the executable feature and the graphics element in a map data structure containing information related to at least one graphics element for testing, the association being stored in the map data structure during execution of the software being tested;

executing the executable feature associated with the graphics element; and

updating the association in the map data structure upon execution of the executable feature.

2.   (Previously Amended) The method of claim 1 further comprising, in response to executing the executable feature:

displaying a second graphics element;

retrieving information descriptive of the second graphics element, the information including a second executable feature associated with the second graphics element;

storing the second executable feature in association with the second graphics element in the map data structure; and

executing the second executable feature stored in association with the second graphics element.

3.   (Original) The method of claim 1 wherein the retrieving comprises capturing information pertaining to the graphics element.

4.   (Previously Amended) The method of claim 1 wherein the storing includes updating an indicator associated with the graphics element when the executable feature stored in association with the graphics element is executed.

5.   (Previously Amended) The method of claim 1 wherein the storing includes organizing the retrieved information such that the executable feature stored in association with the graphics element can be interpreted by a computer-executable application capable of accessing the retrieved information.

6.   (Previously Amended) The method of claim 1 wherein the storing includes organizing the retrieved information such that the executable feature stored in association with the graphics element can be interpreted by a user capable of accessing the retrieved information from memory.

7.   (Previously Amended) The method of claim 1 further comprising selecting the executable feature based on the association stored in the map data.

8.   (Original) The method of claim 7 wherein the selecting comprises selecting an executable feature not previously executed.

9.   (Original) The method of claim 8 wherein the selecting comprises reviewing an indicator to select an executable feature not previously executed.

10.   (Original) The method of claim 7 wherein the selecting comprises selecting executable features in a depth-first mode of operation.

11.   (Original) The method of claim 7 wherein the selecting comprises selecting executable features in a breadth-first mode of operation.

12.   (Canceled)

13.   (Currently Amended) A system for generating a map that associates a graphics element of a graphical user interface of a software application with an executable feature of the software application, the system comprising:

a capture agent for retrieving information descriptive of a plurality of graphics elements rendered during execution of the software application, the information including an executable feature associated with each graphics element;

an application driver for storing an association between each executable feature and corresponding graphics element in a map data structure and for deterministically selecting one of the executable features stored in the map data structure based on information stored in the map data structure, the association being stored in the map data structure during execution of the software application; and

a command agent for executing the selected executable feature,

wherein the map data structure contains information related to at least one graphics element for testing.

14.   (Original) The system of claim 13 wherein the capture agent is invoked by the application driver.

15.   (Original) The system of claim 13 wherein the capture agent submits the retrieved information to the application driver.

16.   (Canceled)

17.   (Previously Amended) The system of claim 13 wherein the application driver deterministically selects one of the executable features that has not been previously executed.

18.   (Previously Amended) The system of claim 17 wherein the application driver reviews an indicator to select the one executable feature.

19.   (Previously Amended) The system of claim 13 wherein the application driver deterministically selects executable features in a depth-first mode of operation.

20.   (Previously Amended) The system of claim 13 wherein the application driver deterministically selects executable features in a breadth-first mode of operation.

21.   (Original) The system of claim 13 wherein the application driver updates an indicator associated with the graphics element when an executable feature stored in association with the graphics element is executed.

22.   (Currently Amended) A method for systematically invoking an executable feature of a software application having a graphical user interface, the method comprising:

retrieving information descriptive of at least one graphics elements rendered during execution of the software application, the information including an executable feature associated with each of the at least one graphics elements;

storing an association between each the executable feature and corresponding graphics element in a map data structure to contain information related to at least one graphics element for testing, the association being stored in the map data structure during execution of the software application;

selecting from the map data structure at least one of the executable features associated with a graphics element that has not been previously executed; and

executing the selected at least one executable feature.

23.   (Previously Amended) The method of claim 22 further comprising, in response to executing the selected executable feature:

displaying another graphics element:

retrieving information descriptive of the other graphics element, the information including another executable feature associated with the other graphics element;

storing another association in the map data structure, the other association associating the other executable feature with the other graphics element;

selecting from the map data structure the other executable feature that has not been previously executed; and

executing the selected other executable feature.

24.   (Original) The method of claim 22 wherein the retrieving comprises capturing information pertaining to the graphics element.

25.   (Original) The method of claim 22 wherein the storing comprises updating an indicator associated with the graphics element when an executable feature stored in association with the graphics element is executed.

26.   (Original) The method of claim 22 wherein the selecting comprises reviewing an indicator to determine an executable feature not previously executed.

27.   (Original) The method of claim 22 wherein the selecting comprises selecting executable features in a depth-first mode of operation.

28.   (Original) The method of claim 22 wherein the selecting comprises selecting executable features in a breadth-first mode of operation.

29.   (Canceled)

30.   (Canceled)

31.   (Canceled)

32.   (Canceled)

33.   (Canceled)

34.   (Canceled)

35.   (Canceled)

36.   (Canceled)

37.   (Canceled)

38.   (Canceled)

39.　(Canceled)